

STRIPS • TIPS • NEWS • REVIEWS • AND MORE!

Sonic the comic



starring

SONIC
THE HEDGEHOG

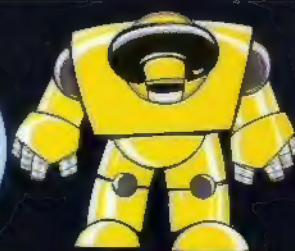
**WOULD
YOU
BELIEVE...**

**SONIC
THE
HUMAN?**

**THE
STRANGEST
SONIC STORY
EVER TOLD!**



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Welcome to 1994! I hope you had a great Christmas and a fab New Year. How many of you are proud owners of shiny new Sega consoles and games? More than a few, I imagine. Why not write in and tell me about them and I'll put the best letters in Speedlines.

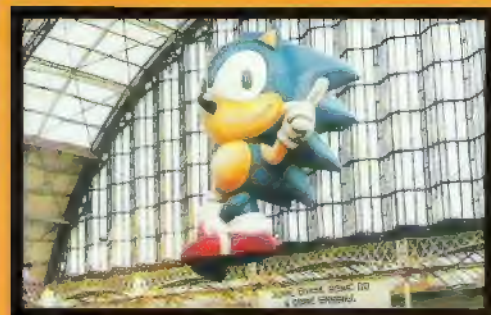
A whole new year of STC lies ahead - with a ton of mega surprises to come. Here's the first:

In two issue's time (STC 19) we begin a new series based around a brand new game - **The Eternal Champions**! Meet the Champions, heroes from the past, present and future in an action-packed new comic strip that'll fuse your thrill-circuits! Stay tuned for more details about this mega-exciting event!

Meanwhile, in this issue you'll find the strangest Sonic story yet - **'Sonic The Human'**! Let us know what you think of it. Sonic's partner Tails wraps up his first solo adventure in **The Nameless Zone**, but don't worry, Tails fans, a new story starts next issue.

In case you were wondering... yes, I have made a New Years' Resolution. It's to be more pleasant to the humes-who-think-they're-in-charge around here. Any bets on how long I'll keep that one, Boomers?

Megadroid



Sonic the Hedgehog - the biggest star of the 1993! This huge, vibrant, measuring approximately 30 metres high, could be seen from virtually any part of the park.



SEGA GOES ON SHOW

STC was at the second Future Entertainment Show last November - dupe you were too, especially the 20 STC Boomers who received free tickets from STC. We had a great time.

Also there (who could fail to miss their gigantic stand?) was Sega with all three of their buses. Damon Hill's F1 race car; plus the three new Sonic games.

Speaking of Sonic, the once featured him in an unmissable huge form, floating above the exhibition floor? It just about dominated the whole show!



Just one of Sega's three bus fleets occupying a corner of the Sega stand. The other two were 'tucked away' in another part of Olympia's Grand Hall. All three buses were full of personal Sega Champions, carrying away at some of the top Sega games.



The Sega stand was the first chance for many to try their hands at Sonic Spinball and Sonic Glacé. Needless to say, there was enormous interest.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new entry re-entry

MEGA DRIVE

- 1 — STREETFIGHTER 2 CHAMP ED.
- 2 — ALADDIN
- 3 — MORTAL KOMBAT
- 4 — F1
- 5 — MICKEY & DONALD
- 6 — SONIC THE HEDGEHOG 2
- 7 — ROAD RASH 2
- 8 — MICRO MACHINES
- 9 — JUNGLE STRIKE
- 10 — JOHN MADDEN FOOTBALL '94

MEGA CD

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- 2 — NIGHT TRAP
- 3 — ECCO THE DOLPHIN
- 4 — FINAL FIGHT
- 5 — BATMAN RETURNS
- 6 — AFTERBURNER 3
- 7 — JAGUAR XJ220
- 8 — ROAD AVENGER
- 9 — IHKS - MAKE MY VIDEO
- 10 — SHERLOCK HOLMES

MASTER SYSTEM

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- 2 — TAZ-MANIA
- 3 — SONIC THE HEDGEHOG 2
- 4 — MICKEY MOUSE 2
- 5 — CHAMPIONS OF EUROPE
- 6 — LEMMINGS
- 7 — SPEEDBALL 2/TERMINATOR
- 8 — D. DUCK/NEW ZEALAND STORY
- 9 — SONIC THE HEDGEHOG
- 10 — STREETS OF RAGE

GAME GEAR

- 1 — MORTAL KOMBAT
- 2 — ECCO THE DOLPHIN
- 3 — SONIC THE HEDGEHOG 2
- 4 — TALESPIR/DONALD DUCK
- 5 — JURASSIC PARK
- 6 — LEMMINGS
- 7 — G-LOC
- 8 — MICKEY MOUSE 2
- 9 — OLYMPIC GOLD
- 10 — INDIANA JONES 3

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Presented by PENGUIN ELSPA CHARTS GALLUP



HELP!
SAVE ME,
SONIC!

HA HA HA!

TAILS!
CURSE YOU
ROBOTNIK!

Sonic

THE HEDGEHOG

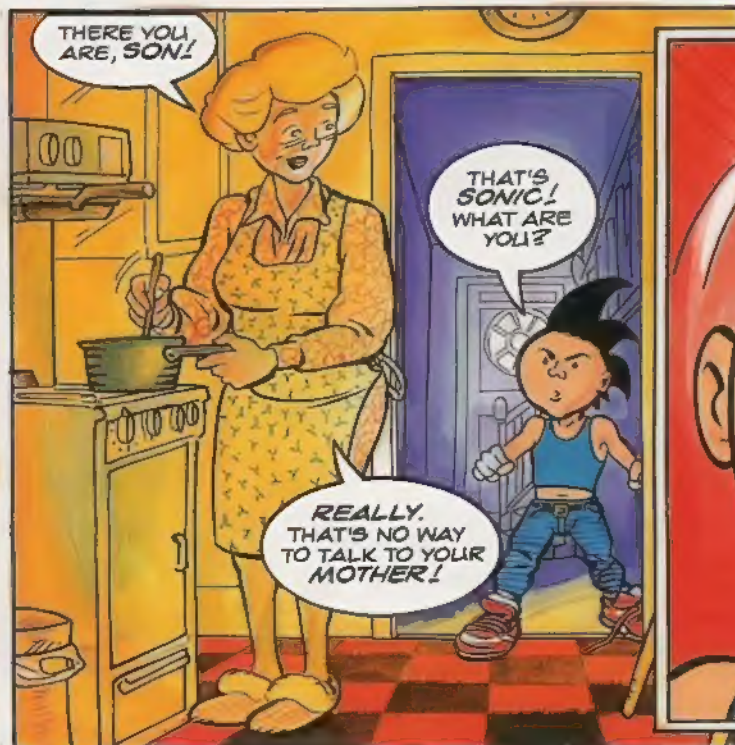
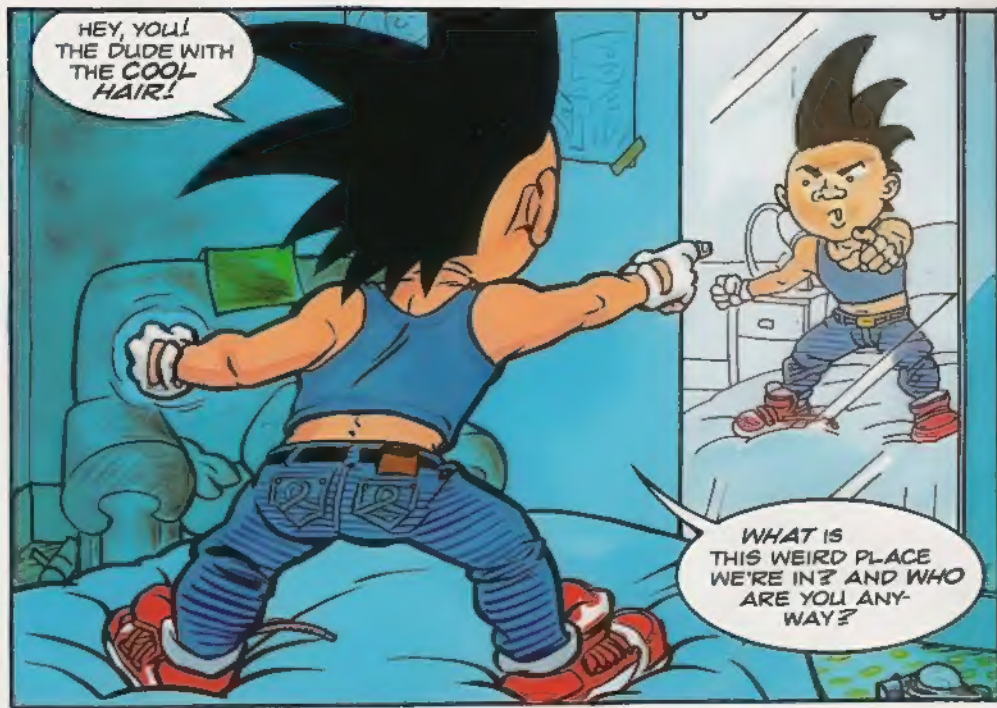
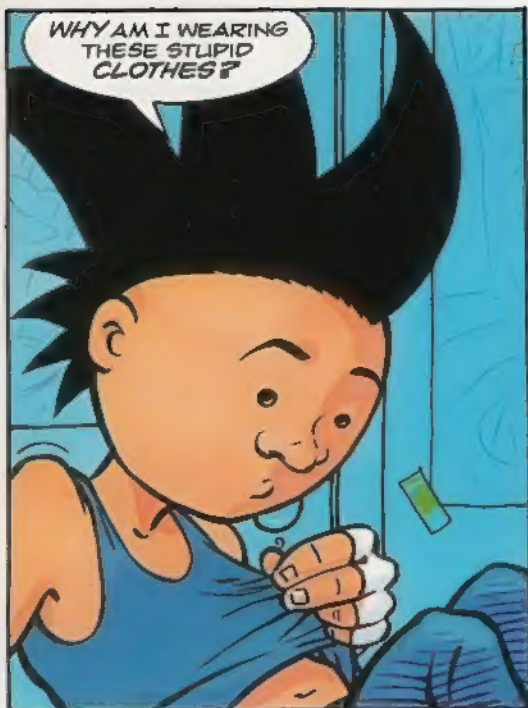
HUMAN!

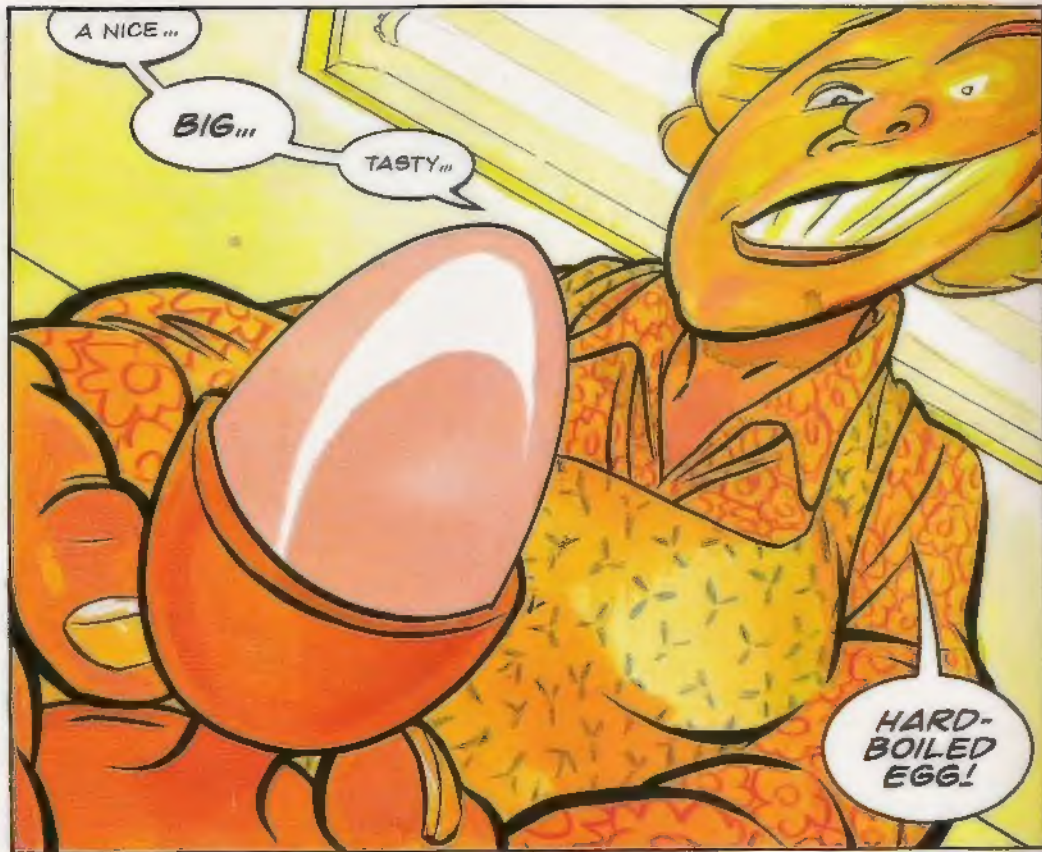


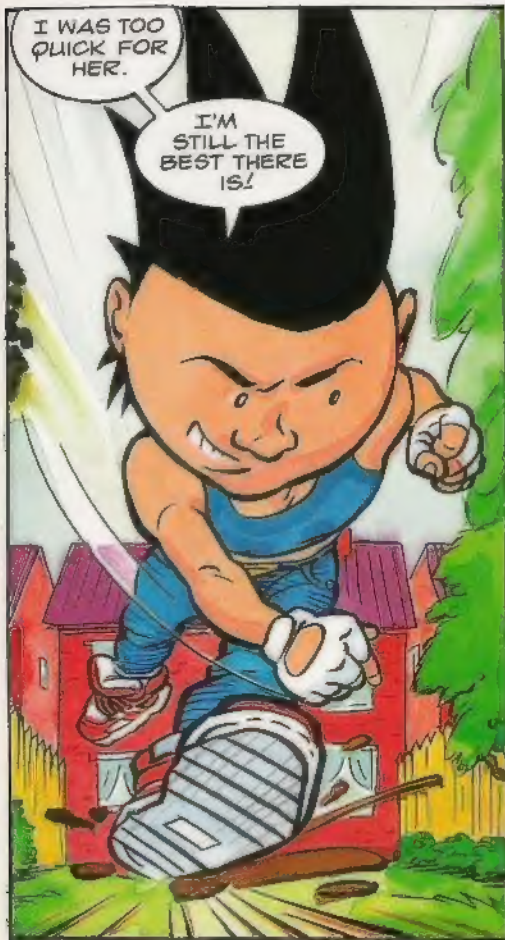
AAAAH!
WHOA! PHEW,
CRAZY
DREAM!!!

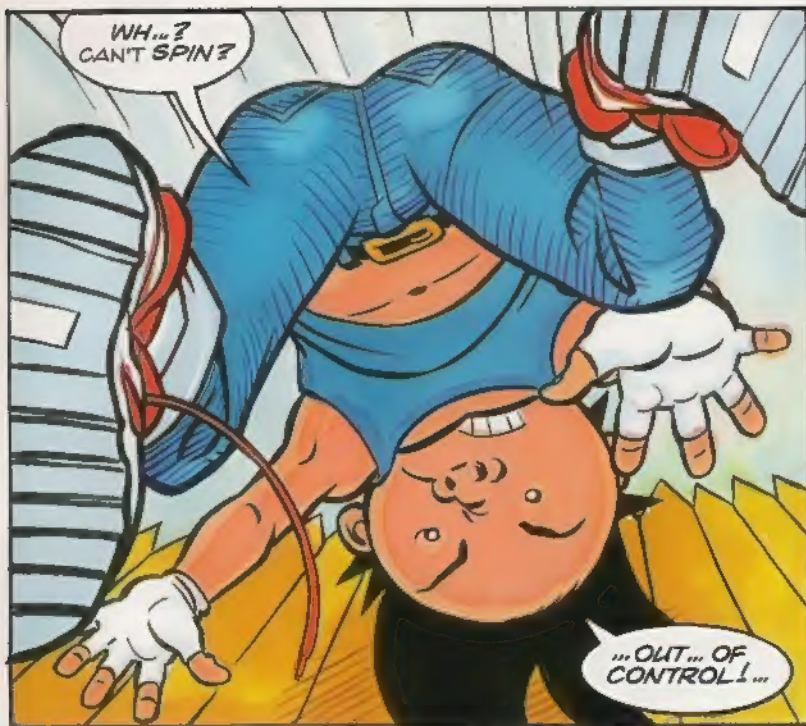
HUNH?

WHERE
ON MOBIUS
AM I?













DR. ROBOTNIK!
SONIC HAS
BROKEN FREE OF
THE MIND
GAME!



IMPOSSIBLE! THE BRAIN
DRAIN MACHINE SHOULD
HAVE TURNED HIM INTO
A MINDLESS SLAVE...
OBEDIENT TO MY
EVERY COMMAND!

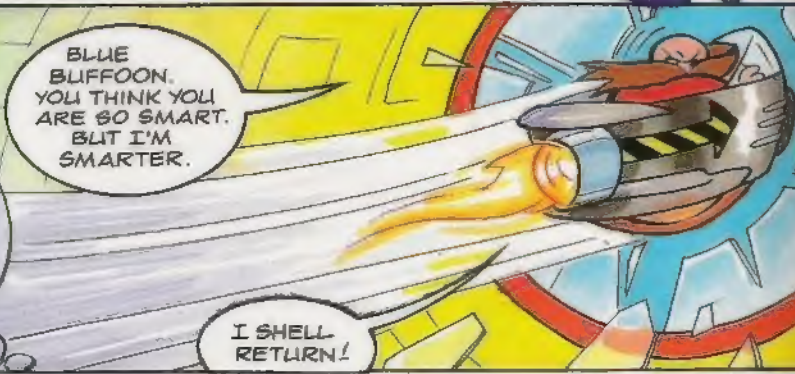


I
RESISTED
THE PRO-
GRAMMING!

HARD
LUCK, EGG-
HEAD!



BLUE
BLUFFOON.
YOU THINK YOU
ARE SO SMART.
BUT I'M
SMARTER.



I SHELL
RETURN!



WAKY
WAKY, PIXEL
BRAIN. YOU'RE
FREE.

YAWN.
AWW, SONIC,
I WAS HAVING A
REALLY NICE
SLEEP.

WAIT A MINUTE!
THE LAST THING I
REMEMBER, ROBOTNIK
HAD CAPTURED US. WHAT
HAPPENED?



WE WERE
IMPRISONED BY HUGE,
HORRIBLE CREATURES
ON A TERRIFYING ALIEN
PLANET. THE KIND OF THING
YOU COULD NEVER IMAGINE...
NOT EVEN IN YOUR WORST
NIGHTMARE.

I WOULD
TELL YOU ALL
ABOUT IT, L'il
BUDDY... BUT YOU'D
NEVER BELIEVE
ME!

NEXT ISSUE: CASINO NIGHTS!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE:
Vincent Low.

ETERNAL CHAMPIONS

game type: ACTION

1-2 PLAYERS



Pack away those boring old Street Fighter 2 carts and get ready for some serious fighting with Sega's big new release, **Eternal Champions**.

EC is the result of over a year and a half's work at Sega in the USA, where the production team set out to develop the definitive fighting game. Well, they have certainly produced the goods. The result is a massive 24-bit game with over 350 fighting moves to master!

You are able to select from nine different characters, each with 30 basic fighting moves (which vary in relation to your position to your opponent) and nine special moves. The fighters are the biggest ever seen on the Mega Drive, and there are a variety of modes you can play to practice and refine your skills. There is a straight contest mode for one or two players, a battle mode, and various training modes.

To get the most from this game a six button pad is advised as the move combos can get pretty heavy! Thankfully, there is battery back-up so you can take your time in mastering the complexities of all the moves.

The theme of the game revolves around the Eternal Champion, who summons the best fighters from the past, present and future, to save Earth. The nine different fighters are all fully developed characters with their own special fighting styles, detailed background histories and special end sequences, depending on if they win or lose a fight.

The aim of the game is to beat all your opponents and go on to fight the Eternal Champion himself at the end. If you beat him you become the new Eternal Champion.

Eternal Champions is no SF clone or arcade conversion. It has been developed specifically for the home video game market and offers a tremendous depth of characterisation and gameplay (not to mention a brilliant new comic series coming soon to STC! - Megadroid.)

Eternal Champions is expensive, but, unlike some games, you do get value for money. Don't miss it. - VL



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

JOE MONTANA'S NFL FOOTBALL



game type:
ACTION
1 PLAYER

Joe Montana's NFL Football is the first sports game on the Mega CD that shows what the hardware is really capable of.

Joe Montana is a full blown American football sim. As controller, you get to choose all the plays and view them in 3D with the pitch scaling towards you as you run down it.

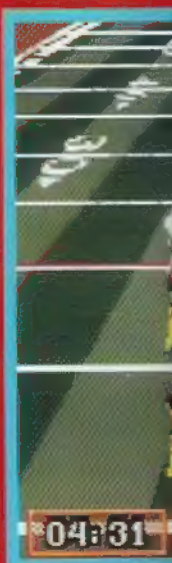
To help give the game a real quality feel, you can call up Joe Montana himself to get some real tips on the best moves to play.

If you choose to capture your moves in all their glory, then there is a replay option where you can watch from four different angles; even from Sega's exclusive Helmet Cam angle!

To maintain the interest level there are 28 NFL teams to play against in a full season with play-offs, and there's even a chance to go to the Superbowl.

You can select your all-time ten best teams from the likes of the '76 Raiders, '84 49'ers and '72 Dolphins.

The sound effects and speech from the Mega CD really do lift this game above any other sports sim you may have played before. The only real disappointment is that the play is quite slow. Fans of *Madden NFL Football* would probably find it frustrating. - VL



FAST FAX

PUBLISHER PRICE
SEGA £59.99

GRAPHICS

85

SOUND

70

PLAYABILITY

85

RAVES : GRAVES

Great characters and a huge variety of moves.

Music could have been better.

OVERALL

85%

04:31

WONDER DOG



© 1995 VICTOR COMPANY OF JAPAN

WONDERDOG

game type: PLATFORM
1 PLAYER



Wonderdog is a bit of a Mega CD game that first appeared on the Mega CD over a year ago. However, this is the first official UK release. As controller, you play the role of Wonder Dog.

When parents get hate is dogs!

With real cartoon-quality backdrops you can run, leap, and float in your quest, and there are plenty of goodies to collect in the shape of bones and gems!

The music is great and really helps keep the action humming along. You have an energy gauge which starts at zero, and

in some rooms you have to collect extra goodies. There is a boss to take out at the end of each zone (these vary from easy through to some real brain-bangers).

The quality of presentation makes Wonderdog above your average games, and the CD makes it a real treat to play. You'd be barking mad to miss it! **95%**

FAST FAX

PUBLISHER PRICE

GRAPHICS

75

SOUND

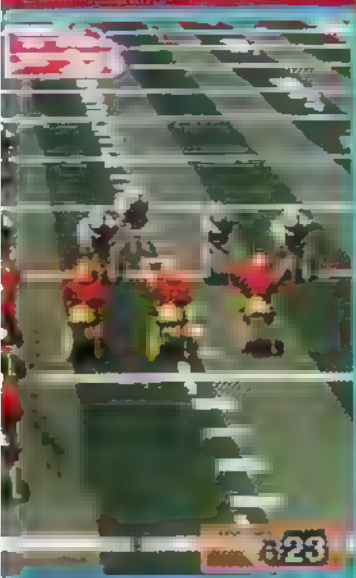
70

PLAYABILITY

65



65%



FAST FAX

PUBLISHER PRICE

GRAPHICS

75

SOUND

80

PLAYABILITY

80



80%




FOR THOSE WHO SWIM WITHIN THE
ENDLESS BLUE AS WELL AS THOSE
WHO STAND UPON THE DRY, BRIGHT
LANDS ABOVE, THE NAME ATLANTIS
MEANS THE SAME: MYSTERY, ANTIQUITY,
KNOWLEDGE LOST TO THE AGES...


FOR ECCO IT MEANS THE BEGINNING OF
THE END OF HIS QUEST. ANSWERS TO THE
RIDDLES POSED BY THE ALIEN VORTEX...

ECCO the Dolphin

Part 5

A dolphin named Ecco is swimming through clear blue water. Bubbles trail behind him. In the background, there is a coral reef with various colorful corals and small fish.

I HAVE SWUM
SO MANY LENGTHS
TO REACH THIS
PLACE...

A wide shot of the underwater city of Atlantis. The city is built into a rocky seabed with lush green coral and plants. Tall, white, classical-style columns and domed buildings are visible. A dolphin is swimming in the foreground, heading towards the city.

...AND WITHIN THESE
ANCIENT WALLS OF ATLANTIS
AWAIT THOSE JEWELS OF
KNOWING THAT WILL SPEED
THE RETURN OF MY FELLOW
DOLPHINS! *



GLYPHS! I AM ECCO!
DESIRE TO KNOW ALL THAT
YOU MAY TELL ME OF THOSE
BEYONDERS WHO THREATEN
OUR SEAS.

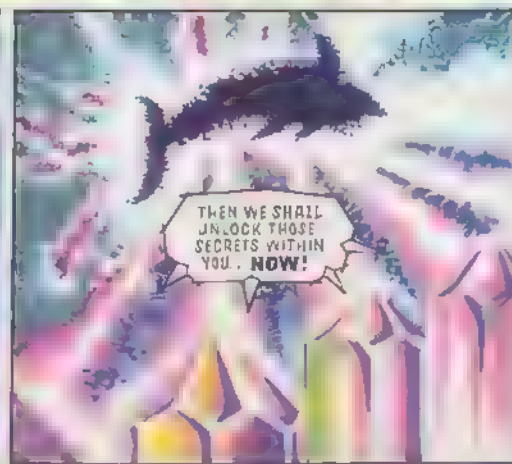
DRAW NEARER AND
HEED WELL WE HAVE
MUCH TO IMPART

YOU HAVE HEARD HOW
THE ALIENS CAUSED OUR
MAKERS TO FLEE THIS PLACE
TO PREPARE A DEFENCE
BACK IN THE DISTANT SWIRL
OF BYGONE TIDES. THEY SEED'D
YOUR RACE WITH THE ABILITIES
AND POTENTIAL TO ONE DAY
SIRE A DOLPHIN OF GREAT
POWERS, BOTH IN MIND
AND BODY

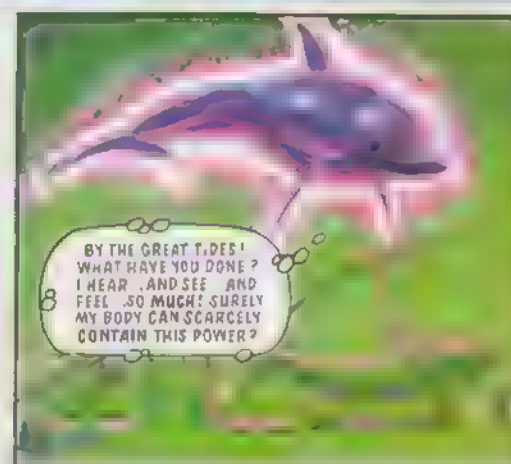
KNOW THEN, ECCO
THAT YOU ARE THAT
DOLPHIN! WITHIN
YOU RESTS ALL THAT
IS NEEDED TO DEFEAT
THE VORTEX. IF YOU
HAVE WILL ENOUGH!



WILL I'VE WILL
ENOUGH FOR A
THOUSAND DOLPHINS.
TO FIGHT UNTIL MY
VERY BODY BREAKS!



THEN WE SHALL
UNLOCK THOSE
SECRETS WITHIN
YOU. NOW!



BY THE GREAT TIDES!
WHAT HAVE YOU DONE?
I HEAR, AND SEE, AND
FEEL SO MUCH! SURELY
MY BODY CAN SCARCELY
CONTAIN THIS POWER?

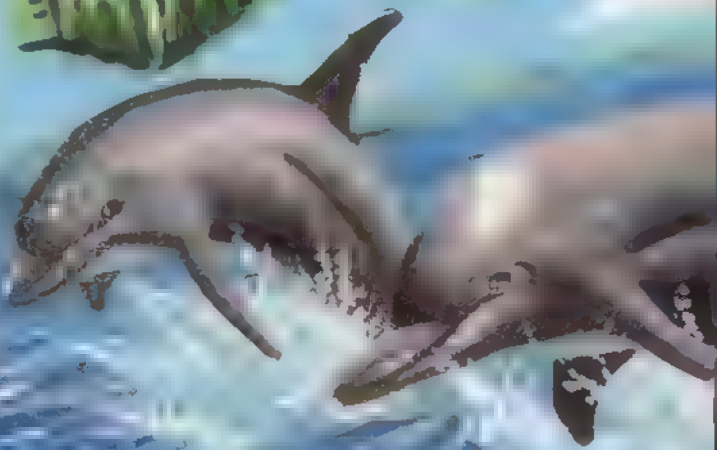
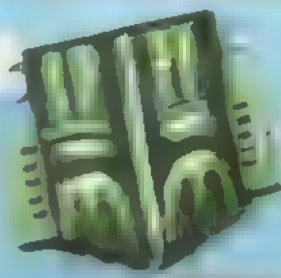


IT IS YOUR DESTINY, YOUNG DOLPHIN
MANY ARE THE TALENTS YOU POSSESS
FOR MANY ARE THE VORTEX AND
THEIR WAYS ARE CRUEL

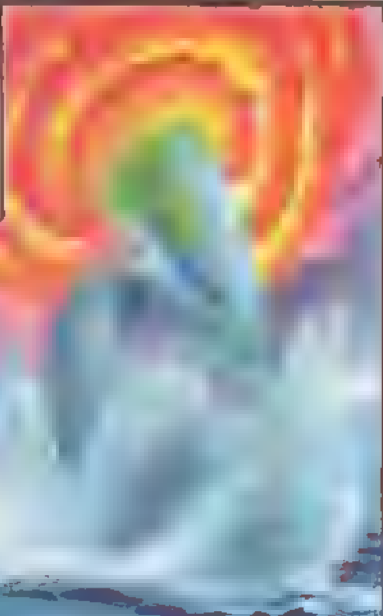
"THIS IS THE FACE
OF YOUR ENEMY.
YOU SHALL COME
TO KNOW IT WELL.



"THEIR AIM IS TO SUBJUGATE
ALL LIFE IN OUR SEAS TO
FEED THEIR ALIEN APPETITES,
FOR THEIR WORLD CAN DO
SO NO LONGER.



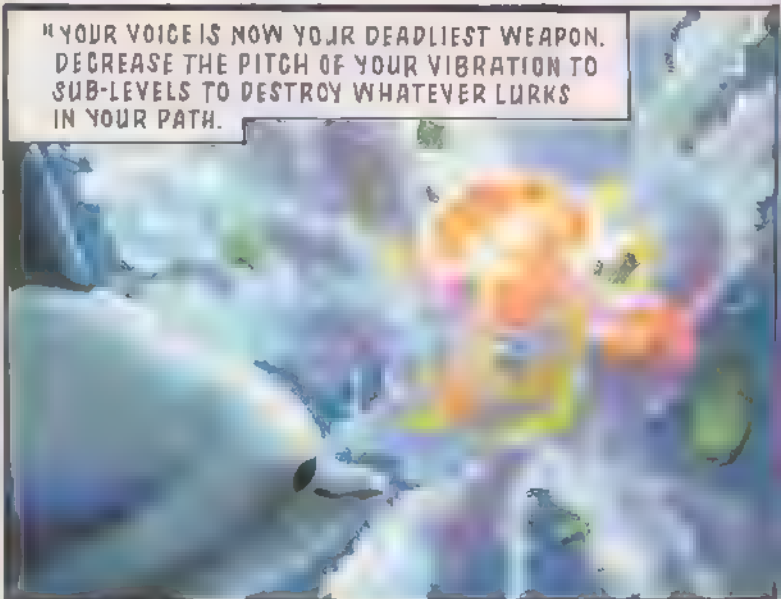
"THEY COLLECT YOUR FELLOWS
WITH THEIR INFERNAL
DEVICES AND HOLD THEM
UNTIL THEIR GATEWAY IS
ACTIVATED, TO BE
TRANSPORTED TO AN
EVIL FATE.

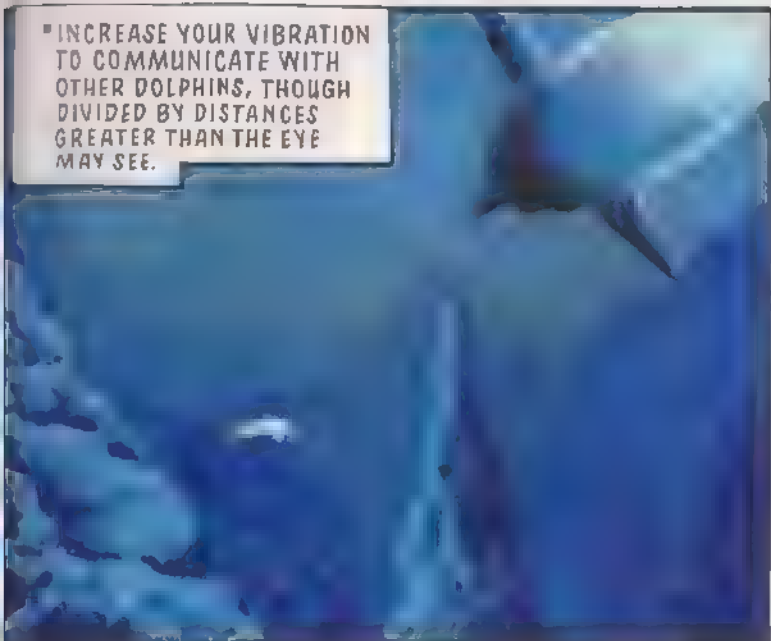


"THEY HAVE SECRETED THESE DEVICES
THROUGHOUT THE SEVEN SEAS.
YOU MUST FIND AND DESTROY THEM ALL
TO CONFOUND THE VORTEX. NOTE WELL
THESE LOCATIONS IF YOU WOULD FREE
YOUR FELLOWS AND FRUSTRATE THE
ALIENS' PLANS.

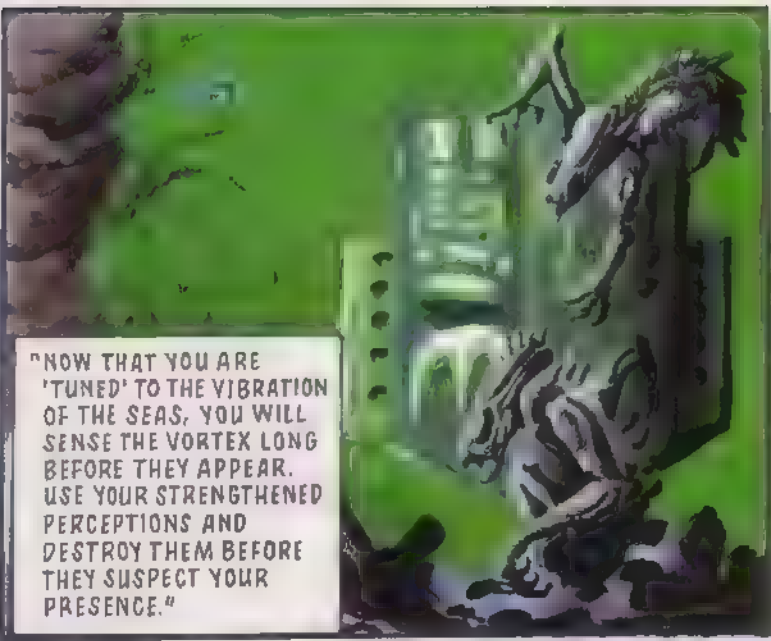


"YOUR VOICE IS NOW YOUR DEADLIEST WEAPON.
DECREASE THE PITCH OF YOUR VIBRATION TO
SUB-LEVELS TO DESTROY WHATEVER LURKS
IN YOUR PATH.







"INCREASE YOUR VIBRATION
TO COMMUNICATE WITH
OTHER DOLPHINS, THOUGH
DIVIDED BY DISTANCES
GREATER THAN THE EYE
MAY SEE.



"NOW THAT YOU ARE
'TUNED' TO THE VIBRATION
OF THE SEAS, YOU WILL
SENSE THE VORTEX LONG
BEFORE THEY APPEAR.
USE YOUR STRENGTHENED
PERCEPTIONS AND
DESTROY THEM BEFORE
THEY SUSPECT YOUR
PRESENCE."



OUR MAKERS
SUFFERED MUCH FOR
THESE POWERS YOU
NOW BEAR. SO GO
FORTH, ECCO, FULFIL
YOUR DESTINY.



GLYPHS, HEAR ME.
WHEN NEXT I RETURN,
I SHALL BRING TIDINGS
OF THE ALIENS' DEFEAT!
BY THE POWERS I
POSSESS, I VOW...



THE VORTEX
SHALL **FALL!**

NEXT: THE ASTERITE!

NEWS Zone

SONIC HITS THE ARCADES!

S.T.C.
EXCLUSIVE

Sonic goes coin-op in new game!

STC has learnt that, not content with being the biggest home video game star in the known universe, Sonic The Hedgehog is now invading the world of arcades.

Sonic The Coin-Op, as it is known, is an all-new Sonic game developed especially for the arcades. It features brilliant sound and graphics and is played on two giant TV screens.

Back in July last year, Sega demonstrated this game at the Consumer Electronics Show in Chicago (News Zone STC 4) and, at the time, did not have a definite date for release. The first units of the arcade machine were installed in London's Hamley's toy store and a few other select sites last month.

Sonic The Coin-Op looks stunning and runs on Sega's Megalo 50 arcade system. This is a one or two-screen machine with each screen measuring up to 130cm!

The controls are quite simple. You pump buttons to get Sonic leaping, and use a trackball to move him around the tricky worlds you encounter. You can play solo or with a friend (who sits next to you and plays on the other giant screen).

Sonic is not alone in his newest adventure. He has a new buddy called Ray who looks very cuddly and can run fast, although not as fast as Sonic. No word as yet on exactly what kind of creature Ray is.

The game starts with Doctor Robotnik scanning a map of his world. There are five sections to it and Sonic has to successfully battle his way through each to face Robotnik in the final encounter.

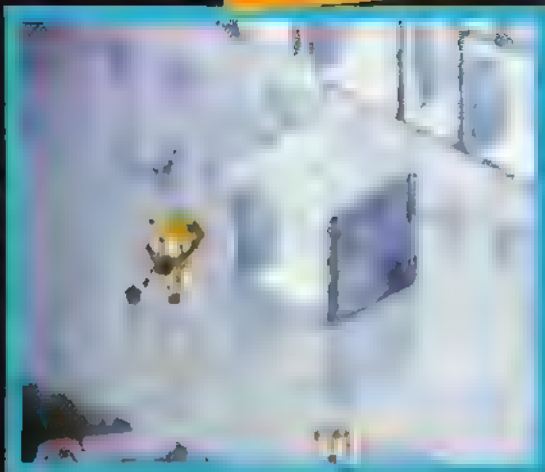
To keep you on your toes, there are solid gold rings to collect and these are usually hidden around the play area. However, you practically have to run everything you can find in order to obtain the rings.

In level five, the Ice World, Sonic has to dash around on very slippery ground. He has to avoid spikes which shoot up from under him, slip-slide around ice blocks which pop out from walls, dodge huge pillars which drop from the ceiling, and climb onto overhead ladders which could potentially collapse and leave him hanging around!

If Ray is caught by a trap he turns into an 'angel' and slowly floats upwards on the screen, only to reappear (lives permitting) further down the course.

The real thrill and joy of playing Sonic The Coin-Op comes from the incredibly fast action, together with the great trackball controller which allows you to get around very quickly.

Keep an eye on your local arcade for the new Sonic game.



These exclusive screen shots of Sonic The Coin-Op come from a special demo video that STC was given access to. As such they are not up to our usual high standards but give a good idea of how this sensational new arcade game looks.

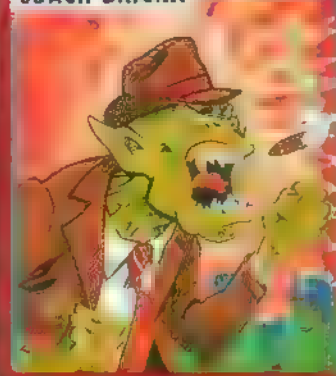
REGGIE FRIGHT



THE PUKES OF BIO-HAZARD:
Mo and Spew Puke



COACH BRICKA



Artist's impressions of just some of the merry Mutant Leaguers, first seen in Mutant League Football, now starring in EA's Mutant League Hockey.



MORE MUTANT MAYHEM

This month sees the release from Electronic Arts of **Mutant League Hockey** on the Sega Mega Drive, the follow-up to last year's successful *Mutant League Football* game. Produced on a 16 Meg cartridge, **Mutant League Hockey** promises to be the coolest, whackiest, most hilarious hockey game yet, and all for the price of £44.99.

The game features 23 seriously weird teams from two conferences. Cunningly concealed within the teams' home grounds are booby traps and gruesome pitfalls such as ice picks and sharks, although the biggest frighteners are probably the home supporters who are notoriously offensive to visiting teams.

Making an 'unwelcome' return to the Mutant League are characters like the ferociously fiery Coach Bricka of the *Midway Monsters*, Reggie Fright of the *Screaming Evils*, and Mo and Spew Puke (otherwise known as the Pukes of Bio-Hazard) of the *Terminator Trolz*.

Mutant League Hockey also possesses an instant replay feature offering a double-whammy-feast of total havoc wreaked; thankfully, all carnage is swept up at the end of each session. Fortunately, the destruction level can be controlled by altering the Death Index. Sounds spooky.

NEW YEAR NEWCOMERS

NEWS

Once again, STC brings you a guide to the new games coming out on your Sega system this month. Please remember, that this data is as correct as we can make it as it is going to press, but is subject to last-minute changes. Check with your local supplier before you buy.

JANUARY RELEASES



MEGA DRIVE

Doctor Robotnik's Mean Bean Machine (Sega)
Toe Jam & Earl 2 (Sega)
Greatest Heavyweights (Sega)
Body Count (Sega)
Eternal Champions (Sega)
Young Indiana Jones (Sega)
Dragon's Revenge (Sega)
F117 - Night Storm (EA)
Gunship (US Gold)



MEGA CD

Indiana Jones (Sega)
Joe Montana Football (Sega)
Wonderdog (Sega)
Bane (Virgin)
Another World (Virgin)



MASTER SYSTEM

Epox: The Dolphin (Sega)
Buggy Run (Sega)
Streets of Rage 2 (Sega)
Donald Duck 2 (Sega)
Masters of Combat (Sega)
Zool (Gremlin)
Desert Strike (Domark)
Road Rash (US Gold)
Fire & Ice (Virgin)



GAME GEAR

Donald Duck 2 (Sega)
Asterix: Secret Mission (Sega)
Zool (Gremlin)
Desert Strike (Domark)
Road Rash (US Gold)
Fire & Ice (Virgin)
James Bond 007 (Domark)
F1 (Domark)

NEXT ISSUE...

TAILS' NEW TALE!

The 'Hero of
Mobius' enters
The Land Beyond!



PLUS!
**SONIC HITS THE
CASINO!**
**ECCO and
GOLDEN AXE!
THE
SHATTERING
CLIMAXES!**

Sonic The Comic issue 18
On sale: Saturday 22nd January £1.10



The Legend of the GOLDEN AXE



Plague of Serpents

GILIUS-THUNDERHEAD HAS FOUND THE DWARF QUEEN SILPANTIA-DRAGONTAMER BEING HELD PRISONER BY THE HIGH PRIEST COBRAXIS

STAND BACK YOUR ROYALNESS. THIS COULD GET MESSY

YOU DON'T WANT SNAKE JUICE ALL OVER YOU

GILIUS! AM I PLEASED TO SEE YOU! HOW'D YOU GET HERE?

GILIUS-THUNDERHEAD'S SISTER, YUKI-PLANTCHARMER IS ALSO BEING HELD BY COBRAXIS

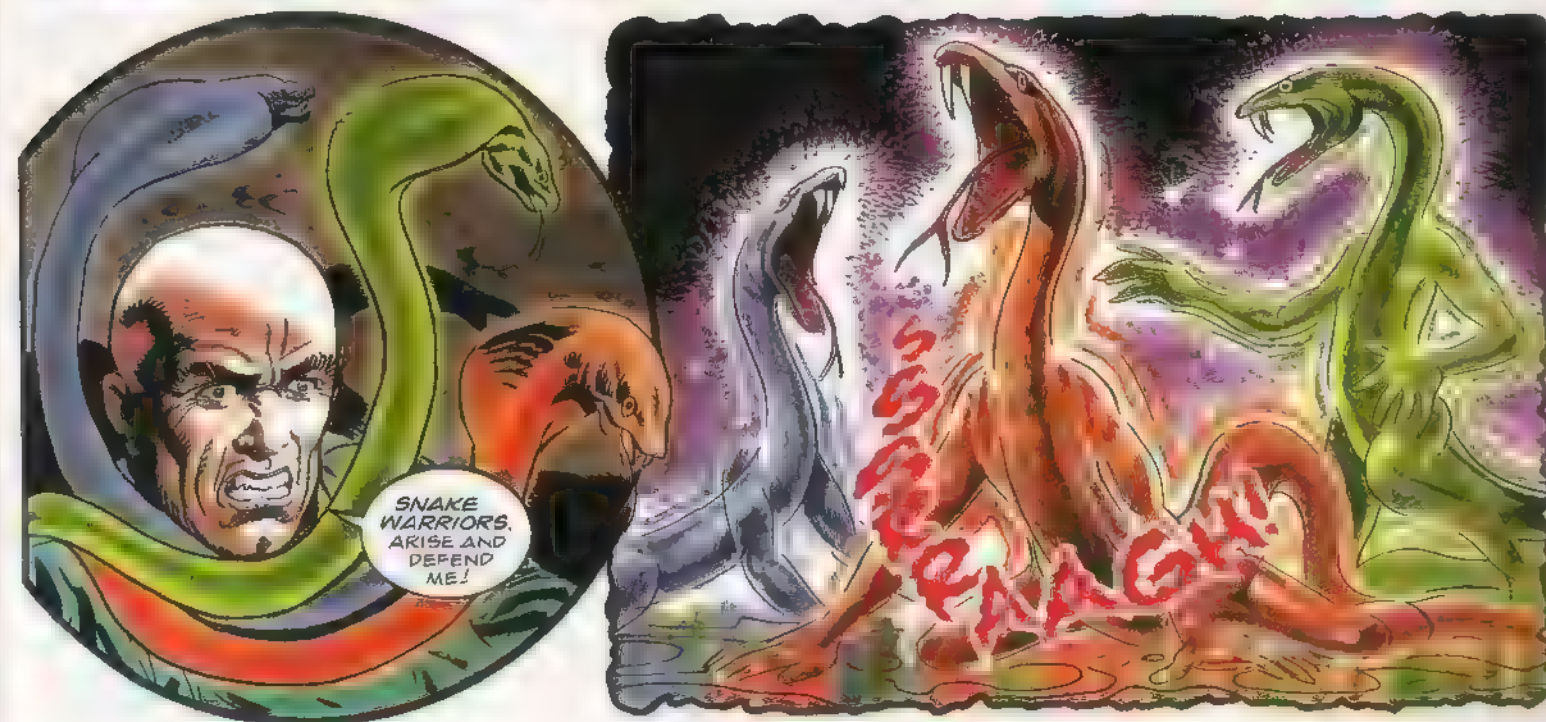
YOU'RE ALIVE! I THOUGHT YOU'D FALLEN TO YOUR DEATH! *

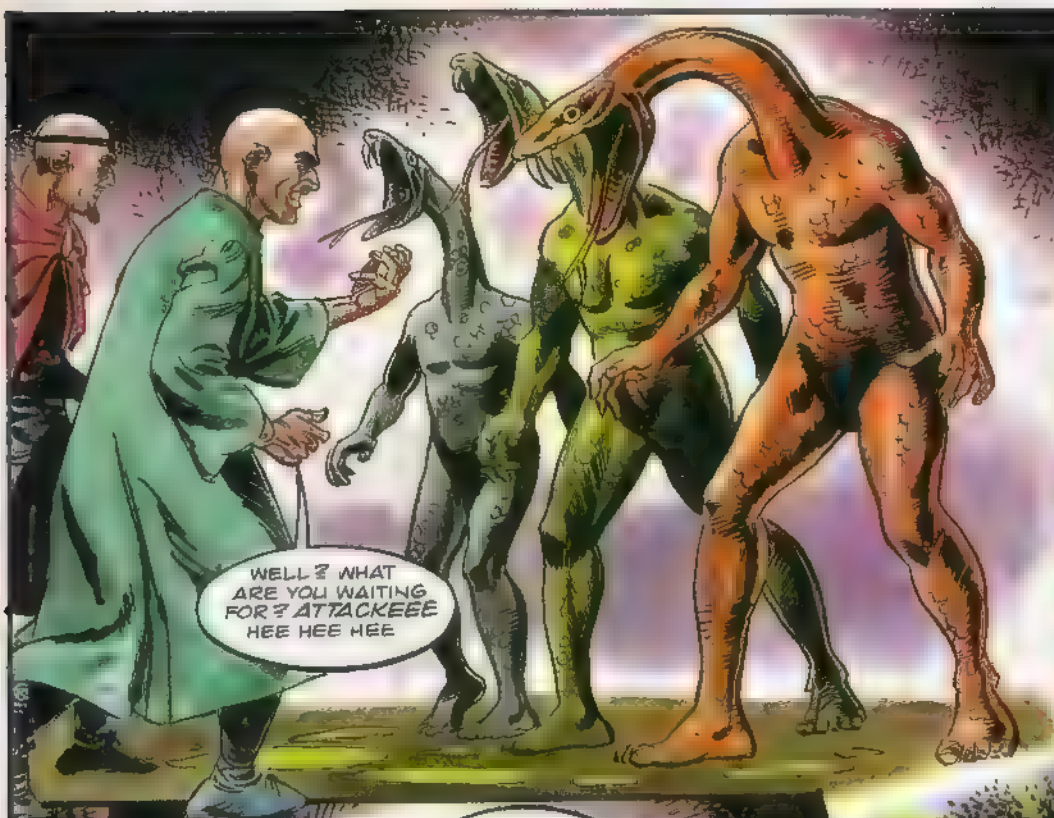
* SEE LAST EPISODE - MEGADROID

A CURSE ON ALL DWARVES! I'LL FIND THEIR HORDE OF MAGIC METAL WITHOUT THE LITTLE QUEEN'S HELP

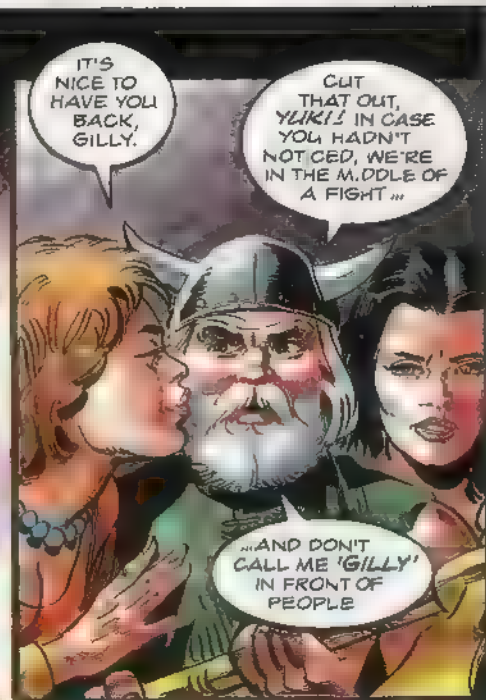
WRONG AS USUAL, SISTER! NOW HOLD ON.

CAGE SNAKES COBRAXIS' COMMANDS YOU. CRUSH THE QUEEN!





WELL? WHAT ARE YOU WAITING FOR? ATTACKEEE HEE HEE HEE



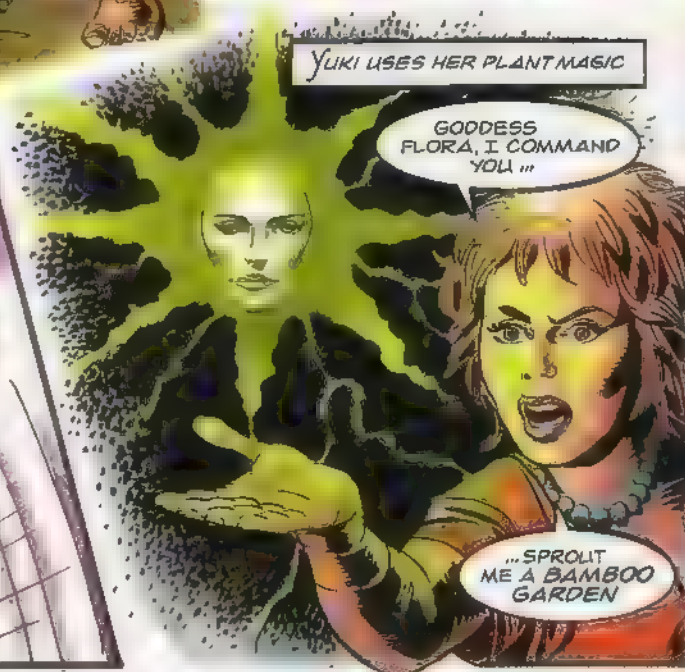
IT'S NICE TO HAVE YOU BACK, GILLY.

CUT THAT OUT, YUKI! IN CASE YOU HADN'T NOTICED, WE'RE IN THE MIDDLE OF A FIGHT!!!

...AND DON'T CALL ME 'GILLY' IN FRONT OF PEOPLE



MEET THE GOLDEN AXE, SUCKERS



YUKI USES HER PLANT MAGIC

GODDESS FLORA, I COMMAND YOU!!!

...SPROUT ME A BAMBOO GARDEN



WHAT ARE YOU TRYING TO DO? MAKE THEM TAKE UP GARDENING?



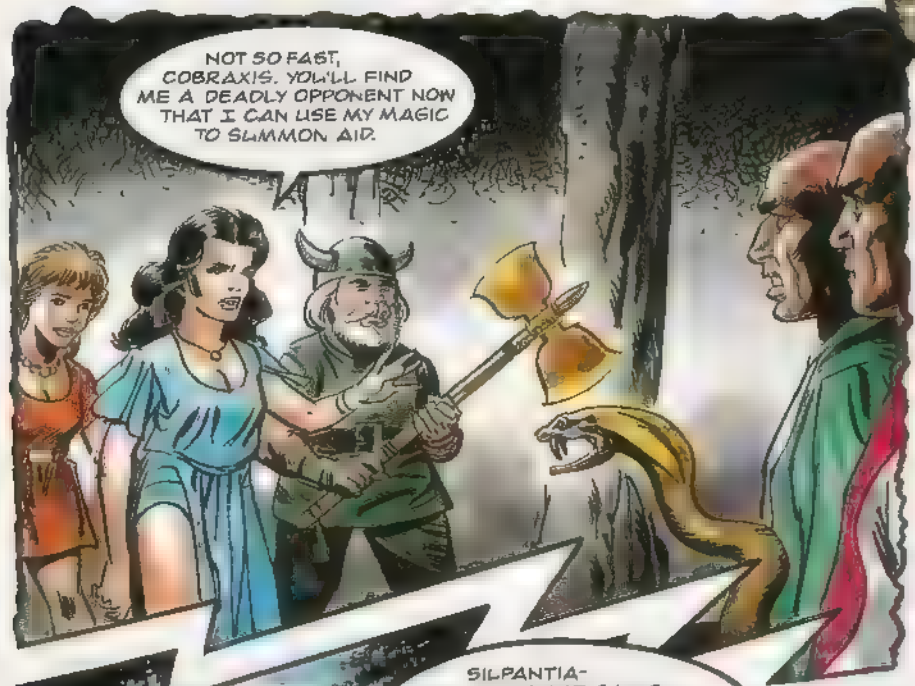
GILLY'S BLOOD! THAT'S SOME GARDEN!



REMINDE
ME NOT TO
GET YUKI
ANGRY!



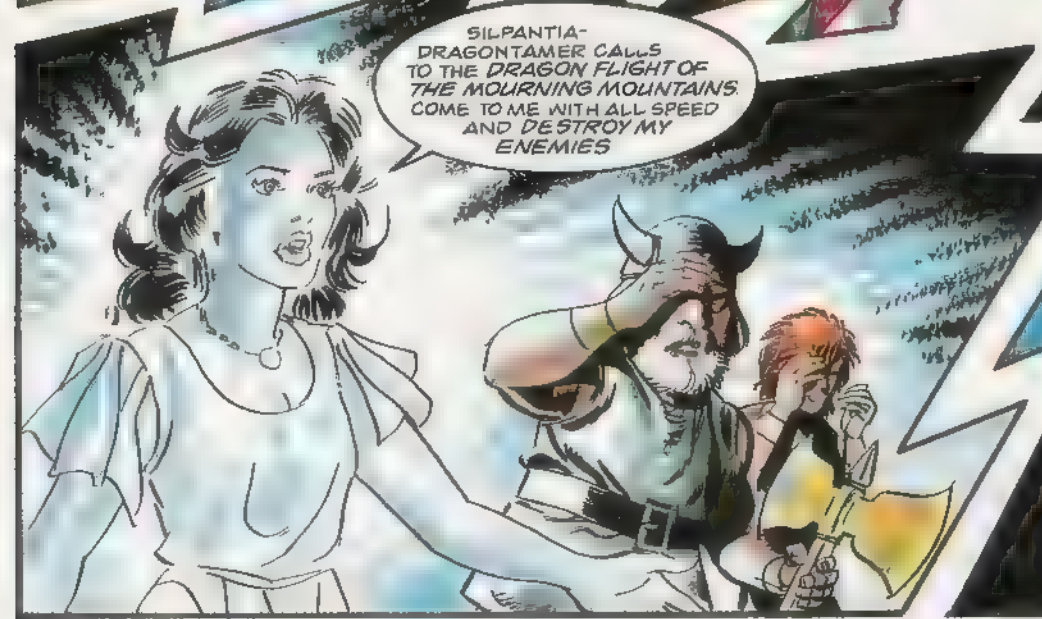
I'VE TOYED
WITH YOU LONG
ENOUGH. NOW I'M
GOING TO SLICE YOU,
DICE YOU AND FEED
YOU TO MY SNAKES-
YUMMY YUMMY
HEE HEE.



NOT SO FAST,
COBRAXIS. YOU'LL FIND
ME A DEADLY OPPONENT NOW
THAT I CAN USE MY MAGIC
TO SUMMON AID.



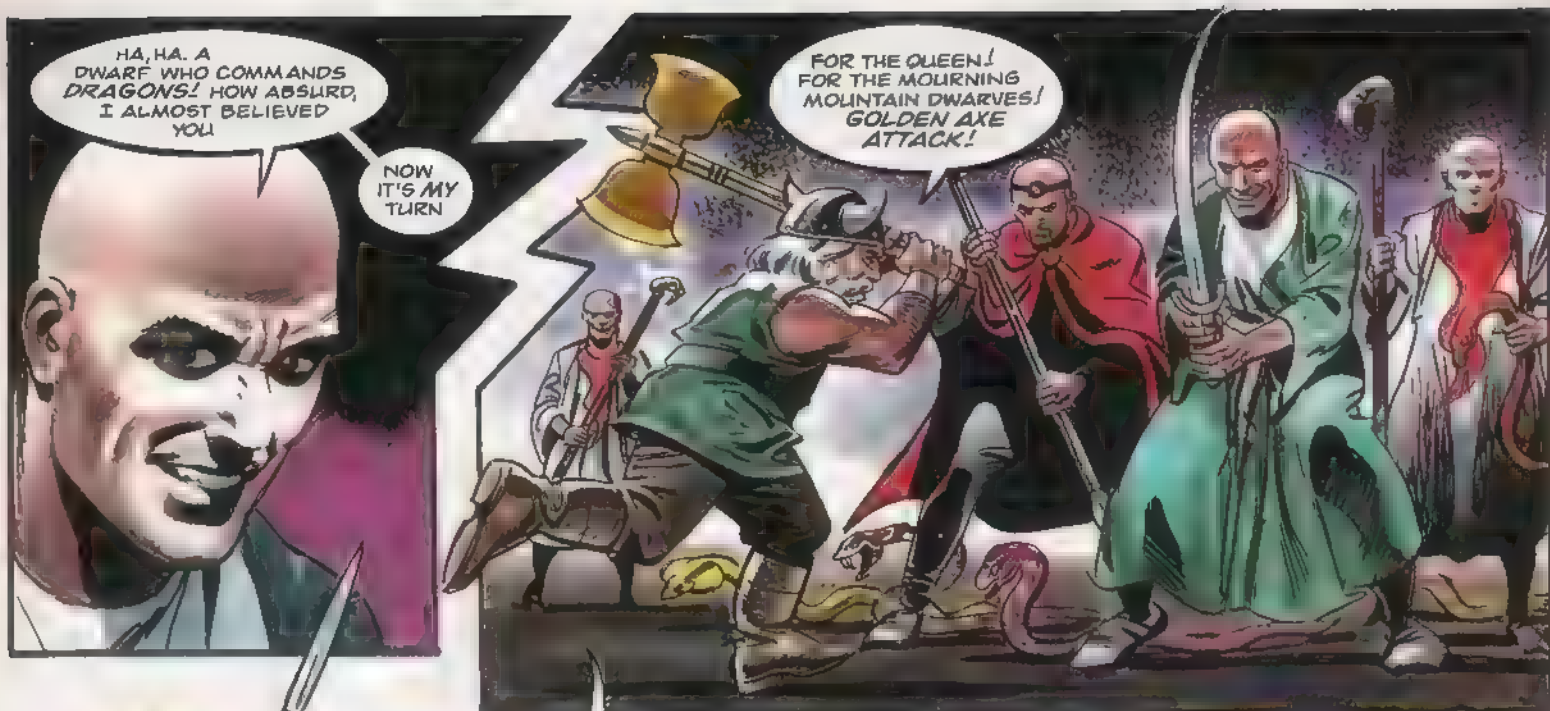
ELDER DRAGONS,
ANCIENT JABBERWOKS,
LORDS OF THE BIZARRIANS,
HEAR MY VOICE AND SEND
FORTH MY SUMMONING.



SILPANTIA-
DRAGONTAMER CALLS
TO THE DRAGON FLIGHT OF
THE MOURNING MOUNTAINS.
COME TO ME WITH ALL SPEED
AND DESTROY MY
ENEMIES



D-DRAGONS?



Q Zone

Q & A Special

Master System

WONDERBOY 3: THE DRAGON'S TRAP

Q. I would like some help with the game **Wonderboy 3: The Dragon's Trap** for my Sega Master System. I need the password to turn Wonderboy into a Hawk, and I need to know how to get the last sword.
Dean Fraser, Edinburgh, Scotland.

A. Well, Dean, I have some rather nifty cheats and passwords to help you complete the game.

To begin with all of the legendary weapons, enter this password: 9JCS YHX XN4L HT2.

If spaces are entered as the password, you'll start the game with all available weapons, armour and stones. If you die wearing Hades armour, you'll be resurrected.

To gain infinite weapons, enter WEST ONE 0000 000. This will give you an endless supply of thunderflashes, fireballs, arrows and whirlwinds.

For infinite hearts, enter the WEST ONE 0000 000 password. Wonderboy will now appear in the village. Go to the door under the shop and a question mark will appear. Pick it up, then jump up to obtain the orange disk that turns you into Hawkman. Exit the room and select the Crystal, Sword, Heavenly Shield and Hades Armour.

Mega CD

THE REVENGE OF SHINOBI

Q. I am having great problems with **The Revenge of Shinobi** on the Mega-CD. Please give me a cheat for this game.

Jacqui Barnd, Middlesbrough, Cleveland.

A. I have found a cheat that gives infinite shurikens, Jacqui. I hope it helps you:

Select 00 shurikens at the start, then wait for the two zeros to merge into an infinity symbol. Vast amounts of shurikens are now yours for the taking.



Level Passwords

1WZ4 JHO 289Y 5BX
(Lizard Man) NFKU
1EO 403P X88
(Lizard Man) 2CKF
3L4 894Z A5F
(Mouse Man) 2CKF
3MO 8GEU U7J
(Mouse Man) YF3U
5DW CR1A ED7
(Mouse Man) 2CKF
KKO 8RGP V9J
(Piranha Man) L1Z4
C14 ER2N 4E4
(Mouse Man) 84FD

5M4 B9PB 86N (Lion Man) YF3V 5CO CRVF NC9 (Mouse Man) ZP3K N4L DA1F
TV7 (Hawk Man) 2CKF 7P1 8T4J 27A (Mouse Man).



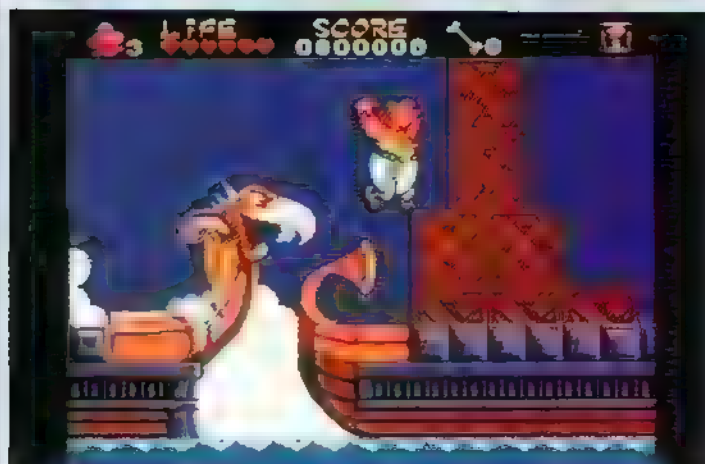
ASTERIX

Q. How do you get an extra life or other cheats on the Master System version of **Asterix**?

Matthew Richmond, Homcastle, Lincs.

A. Sorry, Matthew, but no cheats have been found for **Asterix** as yet. However, you might be interested in a secret room that I have found:

On round 1-1, travel down the first chimney, but don't jump off the platform. When it falls, walk right and you will go through a wall into a secret room.



Mega Drive



GREENDOG

Q. Do you know any cheats for Greendog on the Mega Drive, such as a level select?

Christopher Gallagher, Queen's Park, Glasgow,
and Jamie Crook, Bovey Tracy, Devon.

A. Just for you, Christopher and Jamie, here is a cheat which will give you both infinite lives:

On the Cavern Stage, level 1, jump over the spikes and go onto the floating stone. Then, jump on the next stone, kill any frogs and keep on jumping left.

Fire your frisbee into the mouth of the dragon to reveal a secret room. Enter, and keep jumping over the gaps until you reach a spring which will catapult you on top of a hidden treasure chest. Blast it.



A continue will now be revealed. Next, 'kill' Greendog and keep returning to the same spot until you have enough continues to finish the game.



JAMES POND 2

Q. I've heard there is a secret door at the top of the castle in James Pond 2 on the Mega Drive. Please tell me how to reach it.
Andrew O'Conner, Belfast, Northern Ireland.

A. Well Andrew, after playing the game for countless hours, I have discovered the answer to your question. Read on:

There are actually two secret rooms. First, carry out the invincibility cheat by collecting the following objects in this order: Cake, Hammer, Earth, Apple, Tap. Now, off you go to the level featuring a bath with lots of bubbles i.e. the bathtub level. When you return to the blue castle, make your way to the far right of the building. Here, you will see two gold statues together with the first secret room below them. Jump on the statues, which will begin to rise. Stay on them until they reach the top, then leap across the gap to reach the door and collect all the secret bonus points.

EX-MUTANTS

Q. I am having real trouble getting anywhere in Ex-Mutants on the Mega Drive. Have you any cheats? It would make me the happiest Boomer ever!

Steven Thomson, Goring-by-Sea, West Sussex.

A. I see you're picking up Sonic's language 'Boomer' Steven. The following information will bring on a cheat screen giving you access to loads of goodies:

Set the music to 05 and the FX to 21 on the options screen. Go to EXN, then hold down A, B and C. Now, while they are being held down press Start.

Game Gear



SPIDER-MAN

Q. Could you please give me a cheat for Spider-Man on the Game Gear? I would be forever grateful.

Barry Devine, Chapelhall, Airdale.

A. I'm afraid there are no cheats available as yet, Barry. However, I have something even better than a cheat for Spider-Man... a free game. Try this:

Plug in your cartridge, go to the Electro Power Plant, then collect a key. Now, drop down the left side of the screen and you'll see an on-screen Game Gear appear. When you're next inside Peter Parker's room, press A to enter a free Pac-Man style game!

SONIC 2

Q. I am seriously stuck on the 8-bit version of Sonic 2, i.e. Game Gear Master System. Please tell me where each of the emeralds can be found.

Lynn Woodford, Gosport, Hants,
and Richard Johnson, Warwick, Warwickshire.

A. I have received stacks of letters from Boomers unable to find the emeralds on both the Master System and Game Gear. As both versions of the game are almost identical, I have listed below tips for users of both machines.

Six emeralds can be found on these versions of Sonic 2. The first five are on the second Act of each stage.

Emerald 1: This one can be located at the far top righthand corner of the level.

Emerald 2: One of the hardest to locate as it's concealed high in the clouds. The trick is to work out by trial and error which clouds can be jumped on and which can't. The emerald is located at the righthand side of the level again.

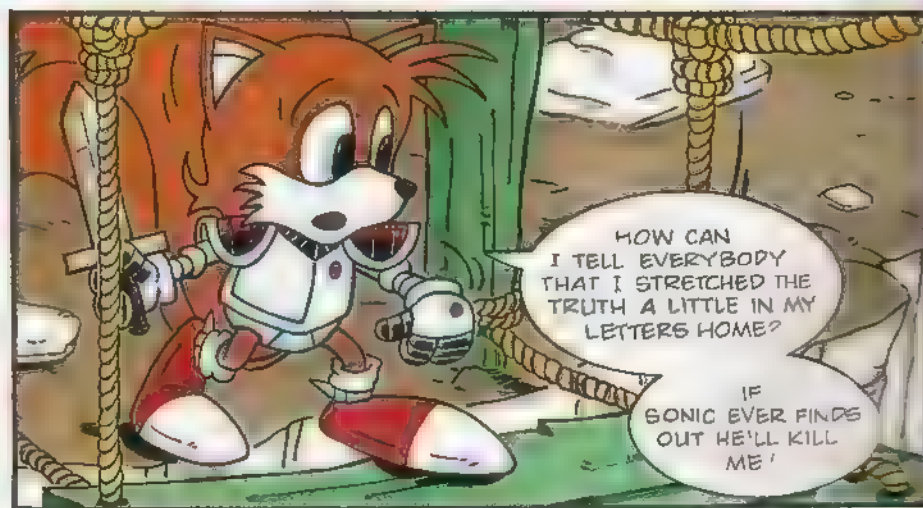
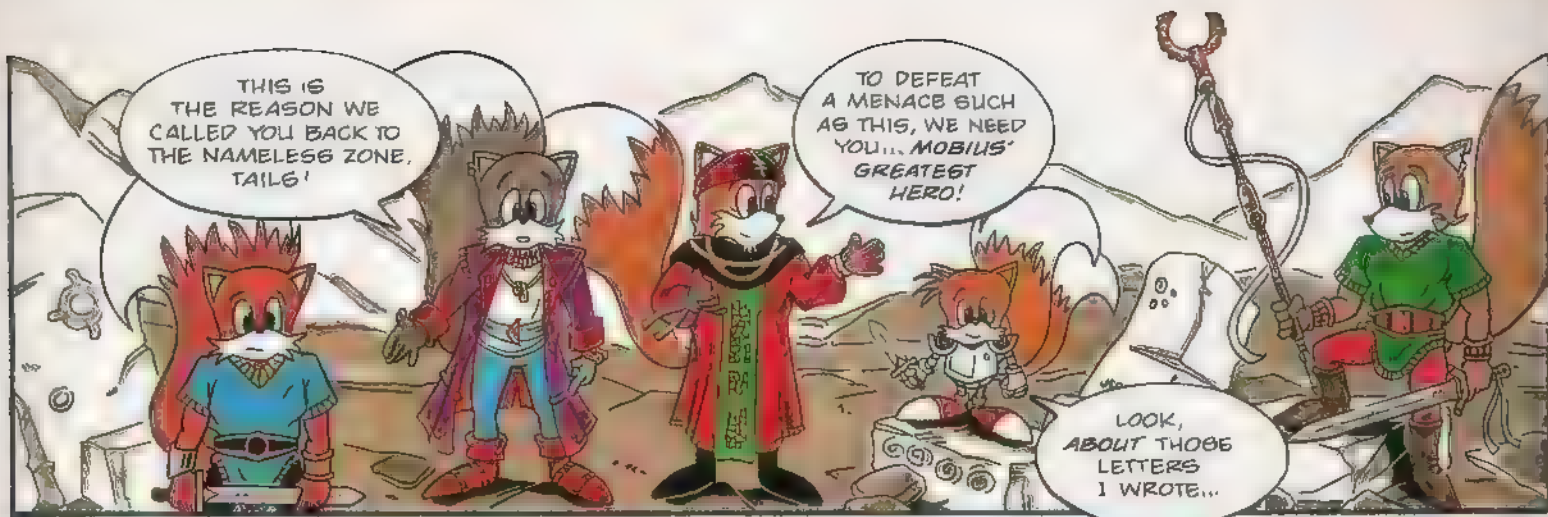
Emerald 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

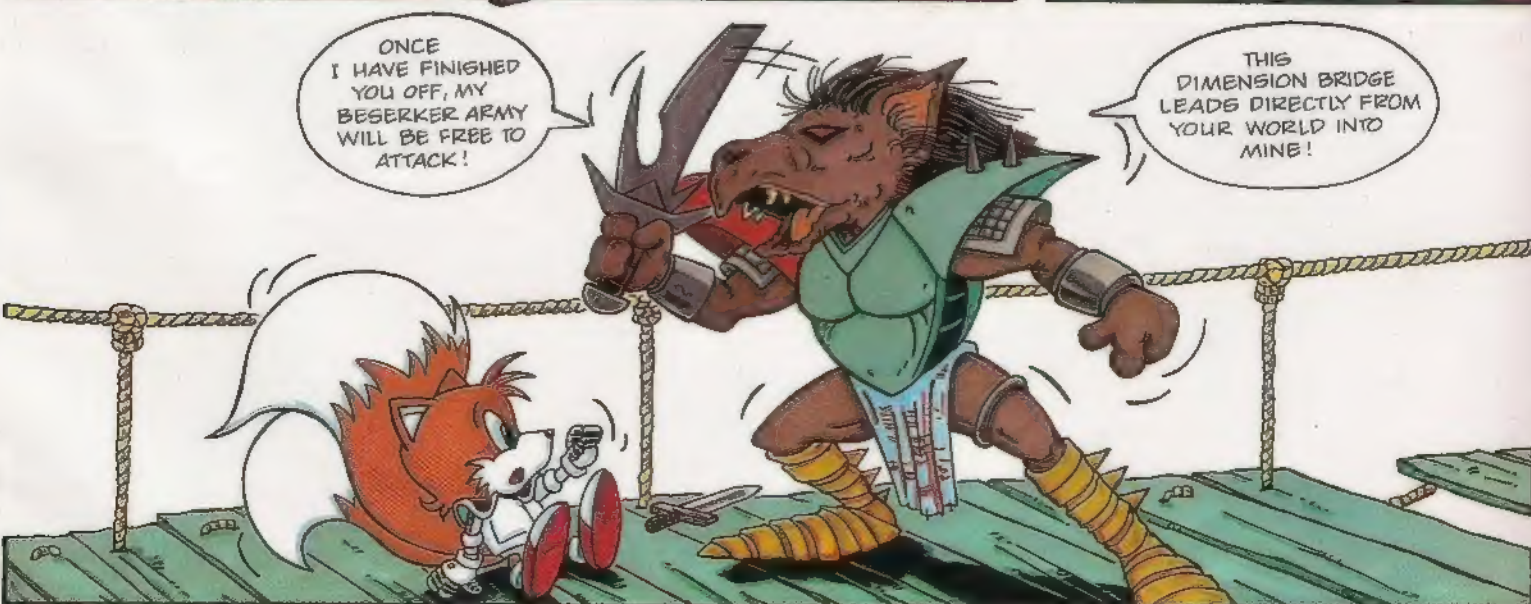
Emerald 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

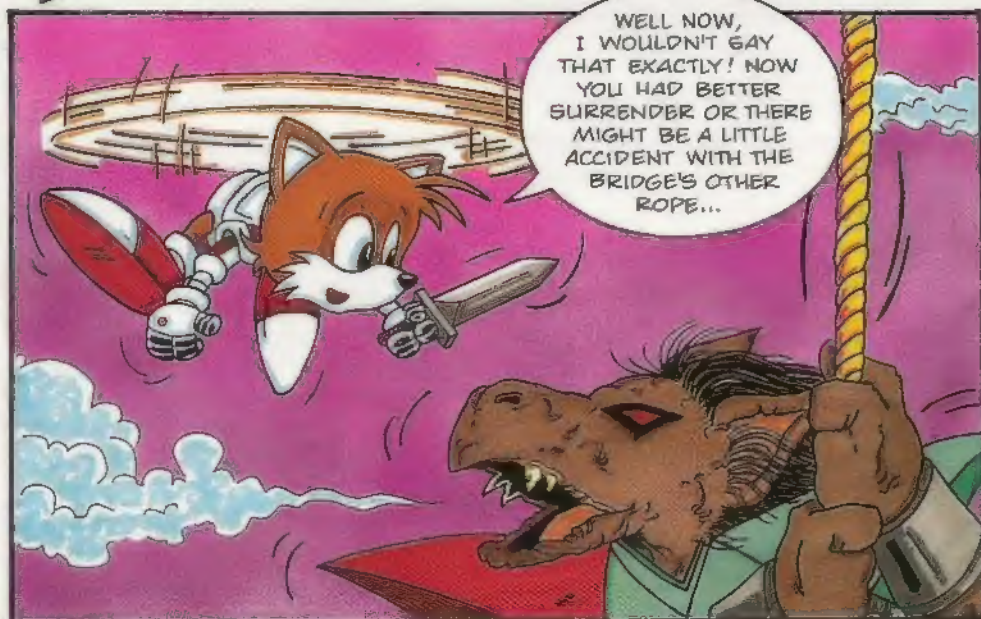
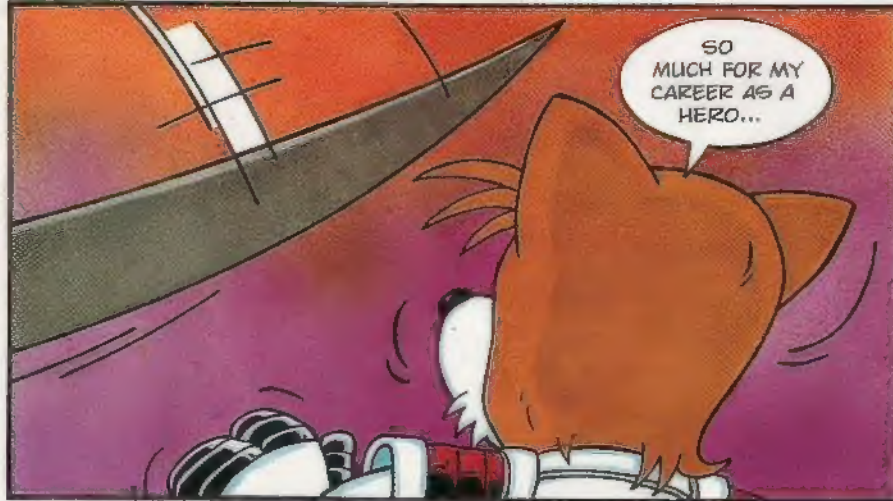
Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

Emerald 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

P-e-a-s-e, please, no more letters concerning the emeralds on Sonic 2 or cheats for that matter. If you do want them, you should be able to purchase the relevant back issues which contain the cheats.









SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC. Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Git a Life

Dear STC,

I think your comic has got the disease M.E. (Mega Excellent!). Part of the reason behind this is that for a start, there is no swearing. I used to get Gamesmaster but they can't stop using the word 'git'. All I can say is, 'up with Sonic the Comic!' Martin McKinstry, Clarkston, Glasgow. MD Owner. Sonic Water Fun Game Winner.

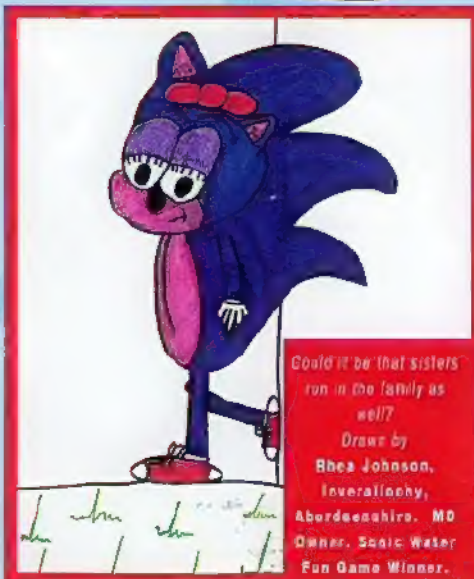
Yates Complaints

Dear STC,

I think Sega prices are way too high and think something should be done. All I wanted for Christmas was a Mega Drive 2 but was worried that, due to the high cost, it would take about six months to save for one game. At that rate I would only be able to afford two per year. Can you sort Sega out?

Jonathan Yates, Devizes, Wilts. MD Owner. Sonic Water Fun Game Winner.

Although STC is the official Sega comic, Jonathan, we have no say concerning the cost of games. Do any other Boomers also have these problems? Write and let us know.



Could it be that sisters run in the family as well?
Drawn by
Bhea Johnson,
Inverllochy,
Aberdeenshire. MD
Owner. Sonic Water
Fun Game Winner.



Problem with those games mags, Martin, is that there's so many of them they have to do something to get noticed! STC is one of a kind and so much more 'refined'!

Definition Alert

Dear STC,

What does 'Pixel Brain' mean? I can't find it in the dictionary.

Amy Brooks, Cardiff, S. Wales. Sonic Water Fun Game Winner.



Pixels are the small dots used to make up the image on a computer screen. Amy. Since you don't have access to the Mobius version of the dictionary, no wonder you didn't find it.

GG Fix-Up

Dear STC,

I need some advice as I have a major problem with my Game Gear - it won't work. I know what's wrong with it but I don't know where I can get it fixed. Could you please help?

Matthew Carter, Old Farnley, Leeds. GG Owner. Sonic Water Fun Game Winner.



Take your Game Gear back to the retailer, Malthow, and they should forward it onto the Customer Service Department.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's well!

The Sonic Water Fun Game is just part of a range of megacious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



**SKIING
SONIC**

Downhill racer by
Daniel Gibson,
Alsager, Stoke-
on-Trent. MS
Owner. Sonic
Water Fun
Game Winner.